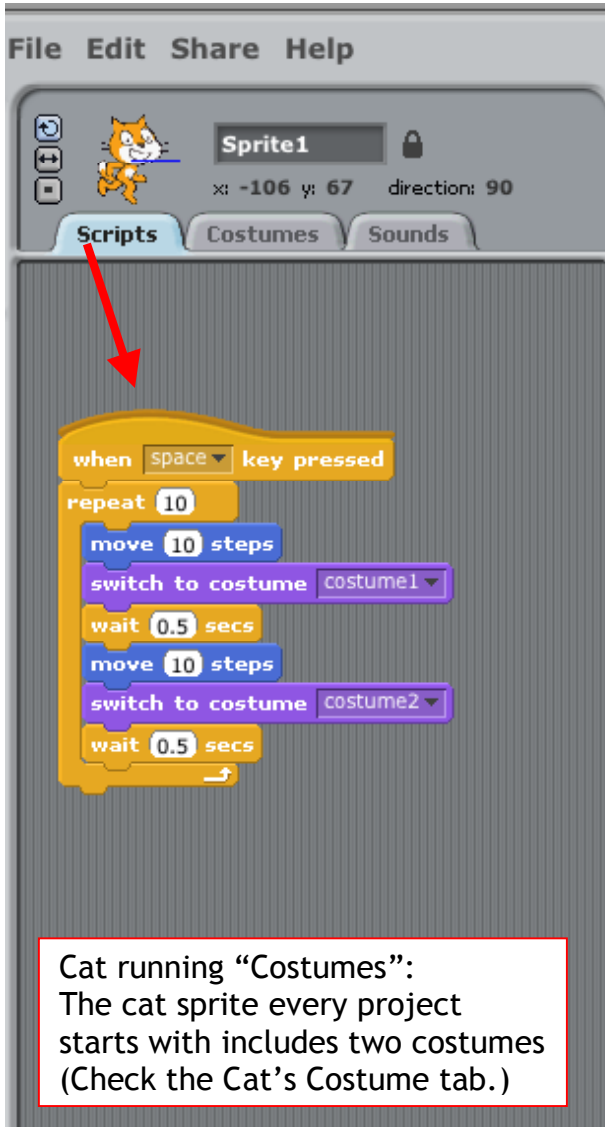


Motion and Switch Costume Scripts



The screenshot shows the Scratch interface for Sprite1, a cat. The 'Scripts' tab is selected, and a script is attached to the 'when space key pressed' event. The script consists of a 'repeat' loop with 10 iterations. Inside the loop, the cat moves 10 steps, switches to costume1, waits 0.5 seconds, moves 10 steps, switches to costume2, and waits 0.5 seconds. A red arrow points from the 'Scripts' tab to the script.

File Edit Share Help

Sprite1

x: -106 y: 67 direction: 90

Scripts Costumes Sounds

when space key pressed

repeat 10

move 10 steps

switch to costume costume1

wait 0.5 secs

move 10 steps

switch to costume costume2

wait 0.5 secs

Cat running "Costumes":
The cat sprite every project starts with includes two costumes (Check the Cat's Costume tab.)

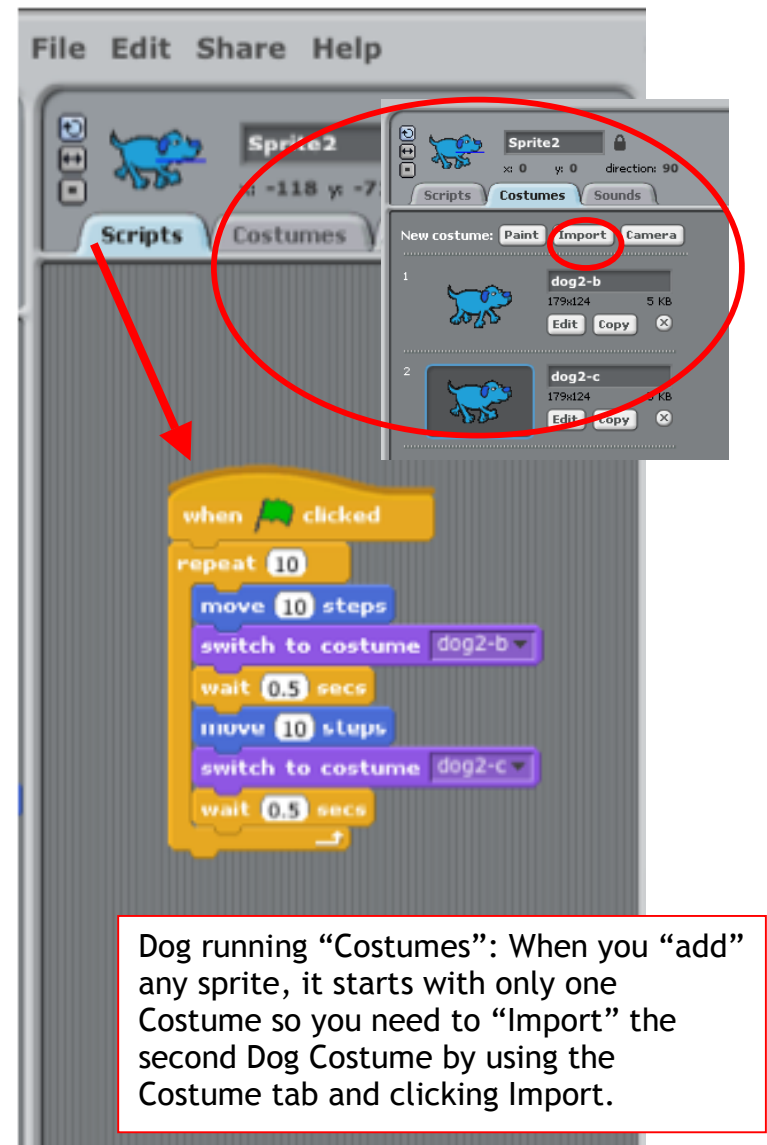


The screenshot shows the Scratch stage with two sprites: a cat (Sprite1) and a dog (Sprite2). The cat is positioned above the dog. The 'New sprite' panel at the bottom shows the cat and dog sprites.

tryout1-motion

New sprite:

Sprite1 Sprite2



The screenshot shows the Scratch interface for Sprite2, a dog. The 'Scripts' tab is selected, and a script is attached to the 'when green flag clicked' event. The script consists of a 'repeat' loop with 10 iterations. Inside the loop, the dog moves 10 steps, switches to costume dog2-b, waits 0.5 seconds, moves 10 steps, switches to costume dog2-c, and waits 0.5 seconds. A red arrow points from the 'Scripts' tab to the script. A red circle highlights the 'Import' button in the 'New costume' dialog, which is open over the 'Costumes' tab. The dialog shows two costumes: dog2-b and dog2-c, both with a size of 5 KB.

File Edit Share Help

Sprite2

x: 0 y: 0 direction: 90

Scripts Costumes Sounds

New costume: Paint Import Camera

1 dog2-b 179x124 5 KB Edit Copy X

2 dog2-c 179x124 5 KB Edit Copy X

when green flag clicked

repeat 10

move 10 steps

switch to costume dog2-b

wait 0.5 secs

move 10 steps

switch to costume dog2-c

wait 0.5 secs

Dog running "Costumes": When you "add" any sprite, it starts with only one Costume so you need to "Import" the second Dog Costume by using the Costume tab and clicking Import.